

War in Europe

The Struggle Against Germany and Italy, 1939-45

- Combines both *War in the West* and *War in the East*.
- 300-Turn Campaign Game
- 3600 land, air and naval unit counters.
- Three-color map in nine 22" x 34" sections: over 46 sq. ft.

War in Europe is a corps/division level simulation designed to recreate the massive campaigns of 1939 to 1945. There are nine 22" x 34" map sections (46 square ft) in three colors, covering an area from the North Cape of Norway to the deserts of Libya and the Middle East; from the British Isles to the city of Stalingrad. Each hex represents 33 kilometers of ground and each Game-Turn represents one week of actual time. 3600 die-cut counters, printed front and back, represent the armed forces of over 20 nations and necessary markers and points.

The most striking feature of the game is the map. Over 25 countries are delineated with their various industrial and resource centers, major and minor ports, significant cities, rivers and other features. The rules are modularized in four booklets: The Standard Rules Booklet, plus Exclusive Rules Booklets for *War in the West*, *War in the East*, and *War in Europe* (which links the other two). These are supplemented by several square feet of charts and tables.

War in Europe is a three sided game, with Player's interests identified with the fortunes of either the Western Allies (Commonwealth and USA), the German-

dominated Axis, or the Soviet Union. Ideally there should be three Players though there are relatively simple rules providing for two-Player games. (In fact, the sheer size of this game makes team play ideal). Play moves back and forth over the map for over three hundred Game-Turns, as the fortunes of the Axis Player rise and then fall in the face of the increasing strength of the Allied and Soviet Players.

Both the Axis and the Soviets must run their own war economies (beginning with 1939), choosing within certain broad limits what combat units to build. They must choose whether to build relatively expensive strategic units such as Air Points, Airborne capability, etc., or the more common ground combat units. The routine of production is executed in the Strategic Cycle, an event which occurs every fourth Game-Turn and includes, in addition to Production, the U-Boat War, Allied Reinforcement and, as the game progresses, the Allied Strategic Bombing of the German Production system.

A three-cornered diplomacy arises from the strategic situation. While early in play the Allies and Soviets have a common interest

in defeating the Axis, as this defeat becomes more certain there is less ground for cooperation and more chance of alliances falling apart. Victory is determined by the relative territorial stance of the Players at game's end. Cautious play will more often than not result in virtual tie games.

Those Players who do not wish to envelop themselves in the full game can choose from a selection of Campaign Scenarios which pick up play at historic watersheds like D-Day or the start of Barbarossa, or even more abbreviated games in the form of limited historical scenarios using one to four maps. These dispense with the Strategic Cycle in its entirety and simulate the major events of the war, such as the Fall of France, invasion of Italy, the Stalingrad Campaign, etc. Physically, they are much easier to play than a full campaign and are complete games within themselves.

If they wish, Players may restrict themselves to playing only *War in the West* or *War in the East* or the Campaign and historical scenarios contained within these individual games.

***War in Europe* will sell for \$40. Available 30 September '76**

War in the East

Second Edition

This classic—the original multi-map game—which covers the entire Russo-German struggle of WWII, is now available in its second edition. It is a more refined, complete, and attractive package which benefits from two years of "state of the art" advancement, and from the developments achieved during the creation of its sister game, *War in the West*. The second edition of *War in the East* is a revision in the truest sense of the word. Though the basic game system is unchanged, almost all of its component parts have been upgraded in quality. The maps (Sections F, G and H of *War in Europe*) are expertly done and more accurately depict the actual terrain. The rules are now printed in convenient booklet form rather than as a cumbersome

"roadmap". New rules are provided for supply, weather, partisan warfare, and Finland. The Soviet Production system, while basically the same, has been reorganized to occur on four-week Cycle dates.

There are four scenarios: Barbarossa, Stalingrad, Zitadelle, and Destruction of Army Group Center. Each is about 20 Game-Turns long. There is also a Campaign Game of over 200 Game-Turns. Rules are also included which allow the Players to omit (if they desire) the usually static Finnish Front and reduce the playing area to a more manageable two-map size. In addition, the scenarios can be used as a starting point for a Campaign game covering the remainder of the war

***War in the East, Second Edition*, will sell for \$20.
Available 30 September '76**

Expansion Module for War in the West

For the remainder of 1976 we are offering a special Expansion Module for those owners of War in the West who wish to possess the complete War in Europe. This module contains the Exclusive Rules to War in the East, the Exclusive Rules to War in Europe and the attendant charts and tables. It contains the 1200 Soviet and Finnish counters. Purchase of the Expansion Module will equip the Player with a complete War in Europe.

Alternately Players who own the original War in the East counters in good condition may purchase the Rules Aids Group of Game Parts for War in Europe and War in the East. This would give them all the War in Europe components except Soviet and Finnish counters. These can be taken from the Players' old War in the East game with two dozen or so new units being made from blanks.

**The Expansion Module for
War in the West will sell for \$12.
Available 30 September '76**